Lab 4 - Graphics & Sound

Programming the Android Platform
Lab Assignment

- Start with a blank canvas
When user touches an empty location, place a bubble there
- Empty means there are no bubbles already there
- Give each bubble a randomly selected direction, speed and size
- Animate the movement of each bubble
If user touches a bubble, remove it from view
Tips

- GraphicsCanvasBubble example shows how to animate bubbles
- TouchIndicateTouchLocation example shows how to handle touch events
- Bitmap.createScaledBitmap can be used to make bubbles of different sizes